

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

- 1        1. (Currently amended) A method of sending an electronic message from  
2        within a game application to an intended recipient over a network, comprising:  
3                receiving a user input selecting an image generated by the game application;  
4                generating a message form from within the game application for receiving  
5        message information;  
6                combining the selected image and the message information into a composite  
7        message; and  
8                sending the composite message from within the game application to the intended  
9        recipient over the network without using a separate electronic messaging application.
  
- 1        2. (Original) The method of claim 1 wherein message information further  
2        comprises address information for the recipient.
  
- 1        3. (Original) The method of claim 1 wherein message information further  
2        comprises message text to be transmitted to the recipient.
  
- 1        4. (Original) The method of claim 1 further comprising:  
2                receiving an address specifying a recipient of the message; and  
3                attaching the address to the composite message; and wherein sending comprises  
4        sending the composite message to the specified address.
  
- 1        5. (Original) The method of claim 1 further comprising:  
2                receiving a generate message command; and  
3                responsive to receiving the generate message command, pausing execution of the  
4        application.

1               6.     (Original) The method of claim 5 further comprising:  
2                   responsive to a message containing the image being transmitted, resuming  
3                   execution of the application.

1               7.     (Original) The method of claim 1 further comprising:  
2                   sending a message containing recipient and sender data to a predetermined  
3                   recipient to allow the predetermined recipient to identify potential users of the application.

1               8.     (Canceled)

1               9.     (Currently Amended) A method of capturing a gaming experience of a  
2                   currently executing game application for transmission as a message to a remote recipient:  
3                   capturing a user selected multimedia information generated as part of the gaming  
4                   experience;  
5                   receiving text to accompany the multimedia information;  
6                   creating a composite message using the captured multimedia information and the  
7                   received text; and  
8                   sending the composite message from within the game application to a recipient at  
9                   a remote location without using a separate electronic messaging application.

1               10.    (Original) The method of claim 9 wherein capturing user selected  
2                   multimedia information comprises  
3                   capturing an image currently being displayed by the application.

1               11.    (Original) The method of claim 9 wherein capturing the user selected  
2                   multimedia information comprises:  
3                   retrieving an audio file linked to the application.

1               12.    (Previously Presented) The method of claim 10 wherein capturing an  
2                   image further comprises:  
3                   removing extraneous information from the currently displayed image.

1               13. (Previously Presented) The method of claim 10 wherein capturing an  
2 image further comprises:  
3                         scaling the currently displayed image to a smaller size.

1               14. (Original) The method of claim 9 wherein sending the composite message  
2 comprises:  
3                         compressing the multimedia information.

1               15. (Original) The method of claim 14 wherein sending further comprises:  
2                         converting the composite message into a format compatible with an electronic  
3 messaging protocol.

1               16. (Original) The method of claim 9 further comprising:  
2                         pausing execution of the application responsive to receiving a selection of  
3 multimedia information.

1               17. (Original) The method of claim 16 further comprising:  
2                         resuming execution of the application responsive to sending the composite  
3 message.

1               18. (Original) The method of claim 9 further comprising:  
2                         displaying a notification to the sender that the sent message has been received.

1               19. (Currently Amended) A computer readable medium for sending an  
2 electronic message from within a game application to an intended recipient over a network, the  
3 computer readable medium storing instructions for causing a processor to:  
4                         receive a user input selecting an image displayed by the game application;  
5                         generate a message form from within the game application for receiving message  
6 information;  
7                         combine the selected image and the message information into a composite  
8 message; and

9           send the composite message from within the game application to the intended  
10          recipient over the network without using a separate electronic messaging application.

1           20.     (Original) The computer readable medium of claim 19 storing instructions  
2          that further cause the processor to:

3                pause execution of the application responsive to receiving a generate message  
4          command; and

5                responsive to a message containing the image being transmitted, resume  
6          execution of the application.

1           21.     (Previously Presented) The computer readable medium of claim 18  
2          wherein the instructions to receive user input selecting an image further cause the processor to:  
3                remove extraneous information from the displayed image.